

GAME BOY ADVANCE

AGB-BB2E-USA



BEYBLADE GREVOLUTION™

INSTRUCTION BOOKLET

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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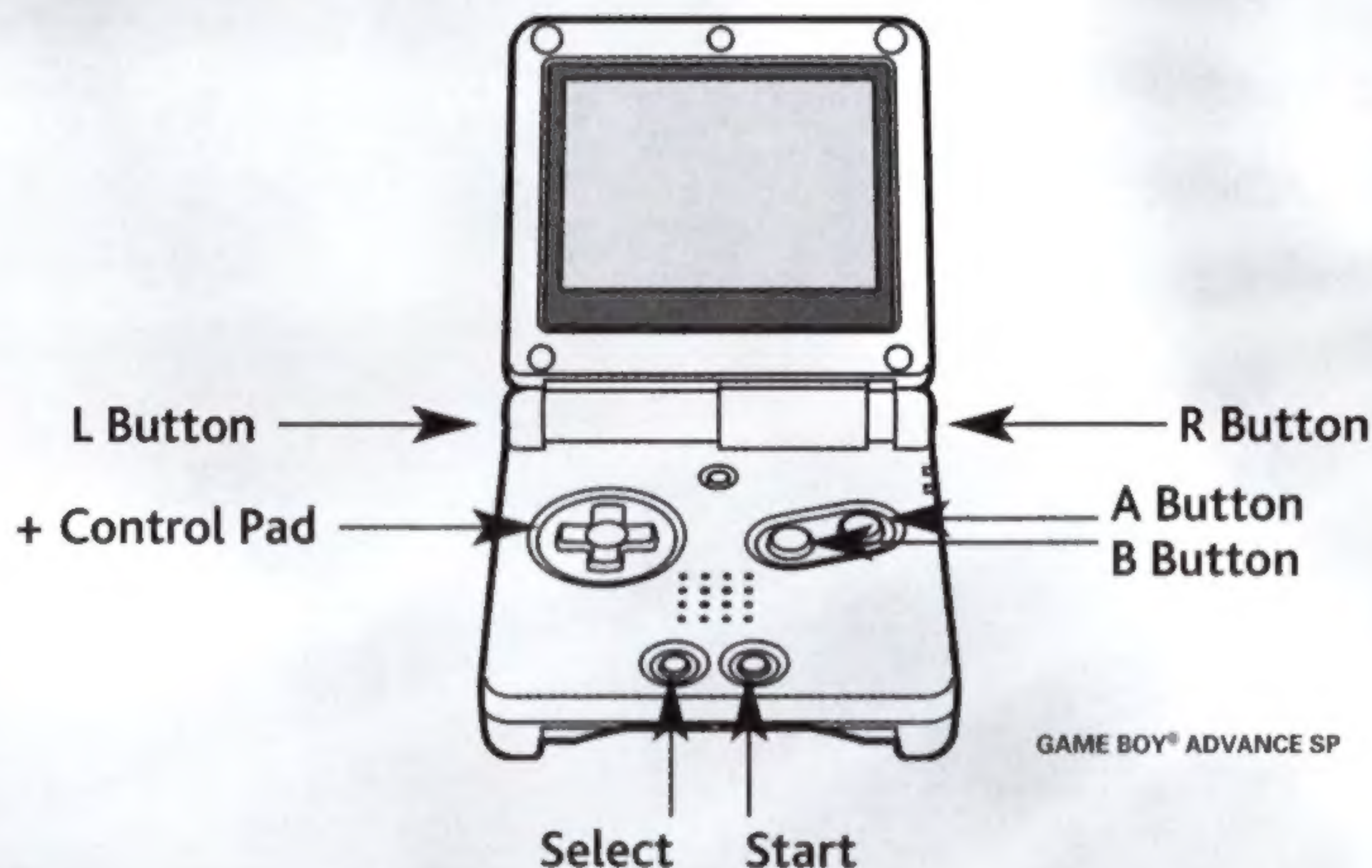
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GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the *Beyblade GRevolution*™ Game Pak into the slot on the Game Boy Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy Advance ON. The game should start. If the the game does not start, return to step 1.
4. Press the **A Button** to proceed to the Main Menu.

GAME CONTROLS



MENU NAVIGATION

CONTROL	ACTION
+Control Pad	Move the cursor to menu selections
A Button	Confirm selection
B Button	Cancel selection / Go back
START	Start the game

IN-GAME MENUS

CONTROL	ACTION
A Button	Speed up text / Go to next dialog box
B Button	Skip dialog box / Go back to previous screen

GAME CONTROLS

CONTROL	ACTION
+Control Pad	Walk
A Button	Action / Examine an object / Talk to a person
SELECT	Pause the game
B Button	Hold to Run
R Button	Access Inventory menus
START	Pause

COMBAT SCREEN

CONTROL	ACTION
+Control Pad	Move Beyblade
A Button	Attack
B Button	Defend
L Button	Jump
R Button	Dodge
START	Pause

LET IT RIP!

Join Team BBA Revolution as they battle across the globe! Meet new team rivals in battle. Win new Beyblades and manage your growing Beyblade collection. Do what it takes to become the world's strongest Beyblade team ever... Let It Rip!

MAIN MENU

Choose from New Game (see page 7), Options (see page 7) or Load Game (see Saving and Loading on page 7).



New Game

Choose New Game from the Main Menu and press the **A Button**. Use the **A Button** to scroll through each line of dialogue.



Options

Choose Options from the Main Menu to select from the following choices:

SFX – Adjust sound effects volume up or down

Music – Adjust music volume up or down

Credits – View the names of the people who created the game.

SAVING AND LOADING

You can save your game at any time. Press **START** to pause the game. Select "Save game" from the Pause menu. To load a previously saved game, choose Load Game from the Main Menu and press the **A Button**.

PAUSE MENU

Press **START** to pause the game and select from the following choices:

Continue – Return to the game.

Save Game – Save your progress.

Settings – Change menu colors, text speed, etc.

Exit – Return to the Main Menu.

ACTION ICONS

These are small pictures that appear above people or things, which indicate that you can interact with them. Press the **A Button** when one of these icons appears.



This appears when you are close to an item of interest. Press the **A Button** to take a closer look at it.



This appears when you are close to a person you can talk to. Press the **A Button** to begin a conversation.

BEYBLADE COLLECTION

Press the **R Button** to open your Beyblade collection. Here you can look at everything you've collected during your adventure.

View Inventory – Examine objects of interest you have found.

View Collection – Examine all of the Beyblades and Beyblade components you have received.

Go to Workshop – Access the Beyblade Workshop to customize and repair your Beyblades.

Meet the Bladers – Review defeated opponents and their stats.



SHOPS

You can get loads of great Beyblade items in shops: new Ripcords, Launchers and even new Beyblades! Choose Buy, Sell or Exit. The cost of each item is listed on the right. Your BBA credits are displayed on-screen, don't spend it all at once.



BBA Credits



CHARACTER STATISTICS

Strength (STR) – The amount of Strength you have affects the overall potential spin power (RPM) of a Beyblade in battle. It also determines how hard you can pull the Ripcord. Your strength can be boosted throughout the game.

Experience Points (EXP) – You earn Experience Points throughout the game, in battle, or as rewards for completing certain tasks.

Level (LEV) – As you earn more EXP your level also increases; the higher your LEV, the better Beyblader you are.

BEYBLADE STATISTICS

Since Launchers and Ripcords are subject to damage, equipment has its own set of statistics. The basic components are the Blade Base, the Spin Gear, the Attack Ring and the Weight Disk.

The **Blade Base** determines movement speed.

The **Spin Gear** determines the rotation direction (left or right).

The **Attack Ring** determines how much damage potential a blade can have.

The **Weight Disk** determines endurance and additional damage inflicted.

Each of these components each has its own ratings: Attack (ATT), Defend (DEF), Endurance (END). The combination of components determines the Attack Rating and Beyblade type, which affect the Beyblade's performance during combat.

The Advanced components are the **Bit Chip** and **Engine Gear**. The Bit Chip contains the "spirit" of the Beyblade. It alone determines the Beyblade's Experience Points (Beyblade EXP). You can swap Bit Chips to a different Beyblade in the Beyblade Workshop. The Engine Gear replaces the Spin Gear in any Beyblade configuration. If installed, the Engine Gear can boost your RPM at any point during Combat.

LET'S BATTLE!

When you meet another Beyblader he or she may challenge you to a battle. But before you go into combat you need to check your gear! The "Check Your Gear" menu appears before any battle. You can select any Beyblade, Ripcord and Launcher from your collection. Once you have entered combat you cannot swap equipment. Once you have chosen your equipment, select "Continue" and press the **A Button** to Let It Rip!

TIP: Check all of your equipment before you enter combat. If a blade is damaged it's wise to repair it or choose another blade. Ripcords and Launchers wear out, so replace them with fresh ones (if you have any).

LET IT RIP!

You have to wait for the signal: "3, 2, 1, LET IT RIP!" Tap the **A Button** to get things moving. Tap the **A Button** again to set the power for your rip. But be careful, you cannot release your Blade until the words "LET IT RIP!" appear. Otherwise you forfeit the round.

*TIP: Hold the **A Button** to boost your power. Try to go for the perfect launch!*

COMBAT

The object of combat is to defeat your opponent. You can do this in one of three ways:

Spindown – Reduce your opponent's RPM to zero.

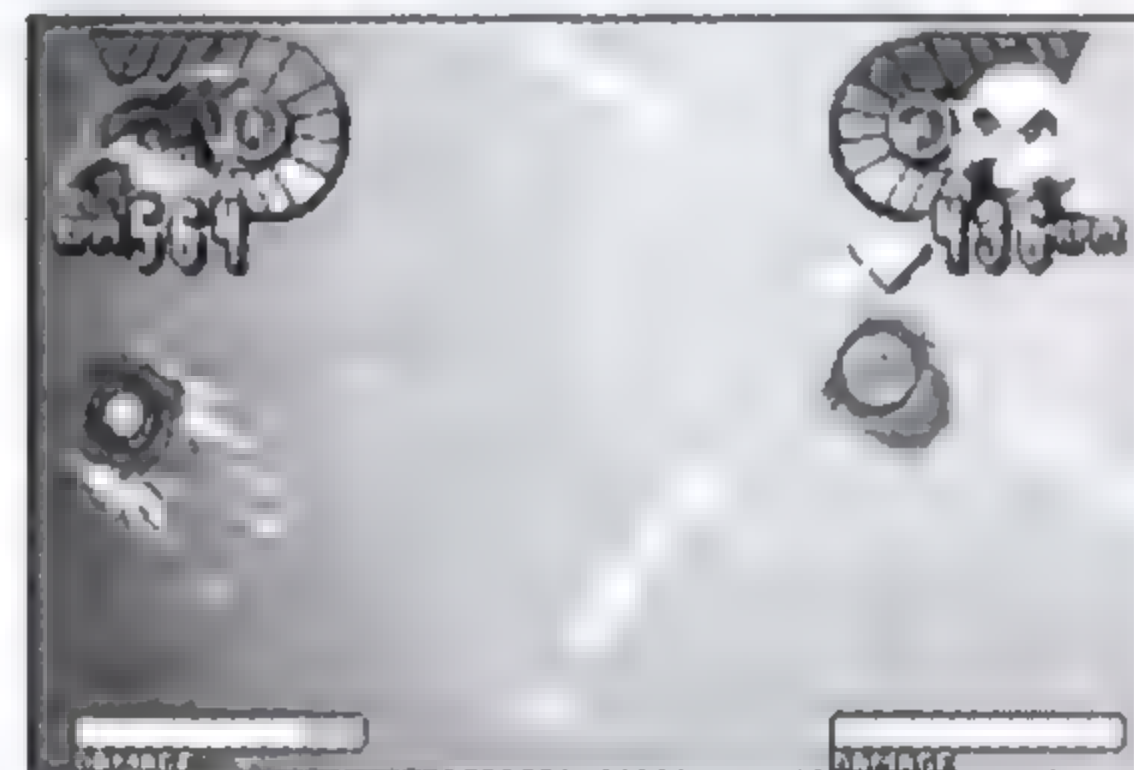
Ring Out – Knock your opponent out of the arena.

Destroy – Annihilate your opponent through sustained attacks.

Regardless of the outcome of the battle, both players receive EXP. If you win, you receive more than if you lose.

Each Beyblade has an RPM Bit Chip meter, a speed meter and a damage meter in the display. RPM decreases naturally throughout the battle. Endurance blade types lose less RPM than other types. The last Beyblade spinning wins.

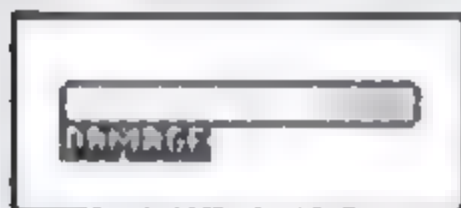
The Bit Chip meter displays the energy of the Bit Beast. An experience Beyblader can unleash the power of the Bit Beast for a devastating attack on an opponent.





RPM Meter

Bit Chip Meter



Damage Meter

ATTACK

Tap the **A Button** to launch an attack at your opponent. A successful hit reduces your opponent's RPM. Powerful hits inflict damage as well. Be careful not to miss, as a missed attack may leave you vulnerable to a counter attack!

TIP: You can perform stronger attacks by holding the attack button for a longer time.

TIP: It's possible to destroy a Beyblade if you manage to wear down its damaged parts.

DEFEND

Hold the **B Button** to defend. A hit can be reversed if you defend against it well enough. Don't overdo defense — it takes time to recover. Some Beyblades defend better than others. Other Beyblades can reflect damage back on their opponents while defending.

DODGE & JUMP

Press the **R Button** to dodge and avoid an incoming attack. Press the **L Button** to jump. You can be knocked out of the ring if you don't time your jump right.

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www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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This console-based product has automated support, which includes information such as game-play tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

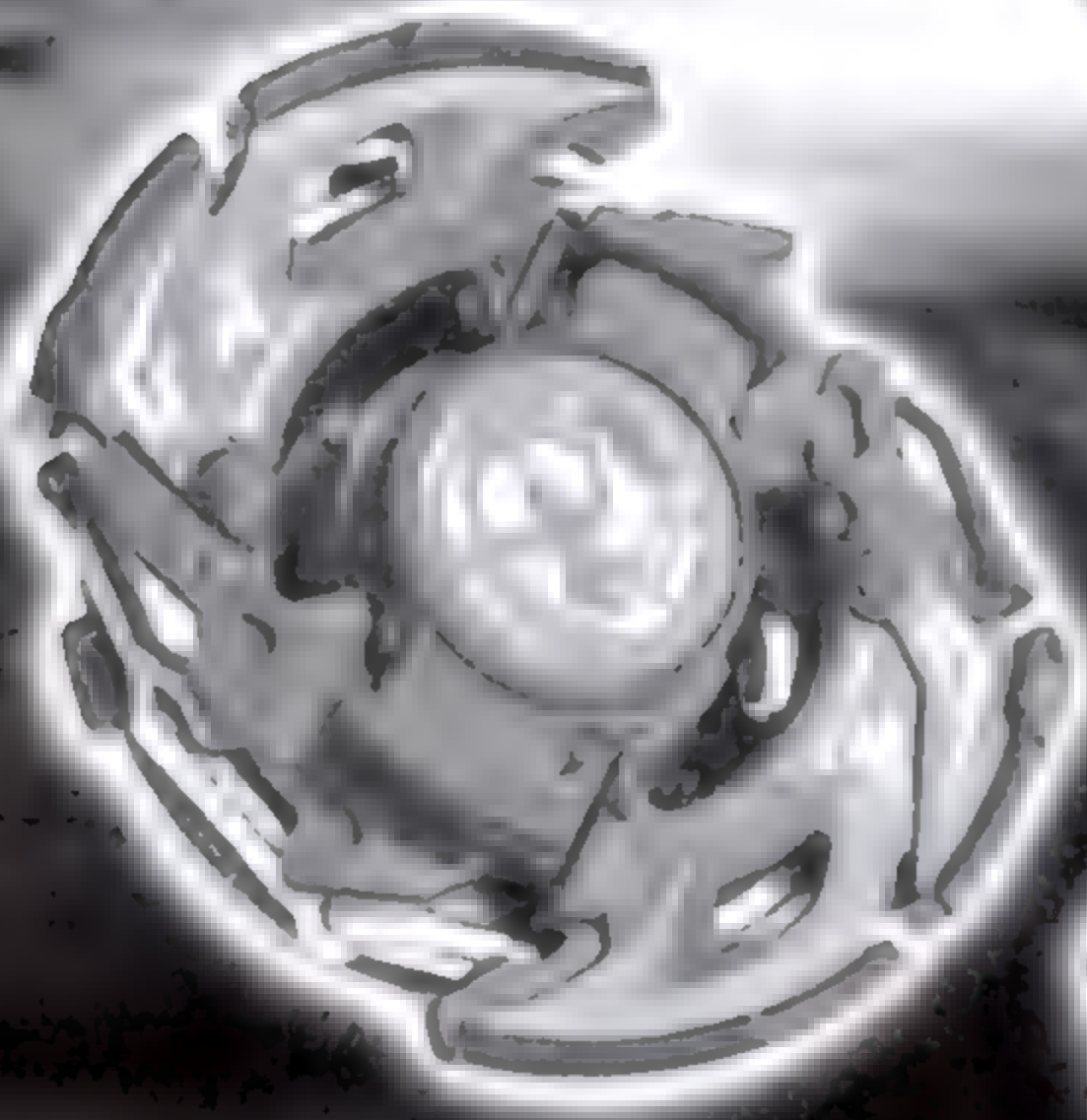
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ENGINE GEAR™

BEYBLADE® G REVOLUTION™

With ENGINE GEAR technology,
each High Performance Top contains
an actual engine inside its spin gear,
producing an explosive burst of
speed during battle!



SPEED IS POWER!™



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Specifications and compatibility of Beyblade components / parts in this game
do not necessarily reflect those of actual Beyblade toy tops.

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Part # 25689JCB

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